

A GUIDE TO CREATING 5E HALF-RACES

PLAYER'S HANDBOOK EDITION

**Everything a player needs to know to create unique half-races for
the world's greatest roleplaying game.**

PRELUDE



THE WORLD OF DUNGEONS & DRAGONS IS FULL of opportunity and creation. Characters provide players the ability to interact with the world around them, experiencing fantastical stories and adventures.

A character is made up of a chosen race, class, background and much more to build a unique experience. You may enjoy playing a brawny Dragonborn Barbarian, wielding a greatsword whilst breathing flames at your enemies. Or an Elven Druid, cultivating the forests and taming wild beasts. Whatever you enjoy can be made a reality.

This book is an expansion on the 5th edition *Player's Handbook* that adds new character options for those who want to create new types of characters. Characters that may hail from multiple races and cultures. It is my hope that this set of rules can help you, dear reader, create your dream characters.

The intended use of these rules is to expand further than Half-Human, Half [insert dnd race]. Want to play a Half-Dwarf, Half-Halfling? Or maybe a characters whose parents are a Tiefling and an Elf? The dominant and recessive traits you inherit from your parents greatly determines the types of characters you can create and will affect their features and abilities. The rest is up to you! Feel free to use these rules as you see fit, as long as it's alright with your Dungeon Master.

HALF-ELVES & HALF-ORCS

As Half-Elves and Half-Orcs already exist in the PHB, they will not be listed in the following pages. However, feel free to use these rules to override the RAW Half-Elf if you so choose.

PARENTS

Father	d8	Mother	d8
Dragonborn	1	Dragonborn	1
Dwarf	2	Dwarf	2
Elf	3	Elf	3
Gnome	4	Gnome	4
Halfling	5	Halfling	5
Human	6	Human	6
Tiefling	7	Tiefling	7
Reroll	8	Reroll	8

STEP 1. CHOOSING YOUR PARENTAGE

When a child is born, they will gain some traits from one parent, and some from another. In this set of rules, there are dominant traits, as well as recessive bonuses. It's up to you to decide which parent your character takes after the most, this will affect the traits they inherit from each parent.

The first step in creating your new character is to decide the races of your parents. You can either decide which races for yourself, or roll on the table below.

STACKED TRAITS

If you were to receive doubled abilities, such as fire resistance from both a Tiefling and Red Dragonborn parent, you only gain the benefits of fire resistance once, it does not stack.

STEP 2. FEATURES & TRAITS

When you choose the races of your parents, you will gain the feature(s) listed below for both races. Next, decide which parent your character takes after most. That is the race you'll gain the "dominant" traits from. In addition to your dominant traits, you'll gain the recessive bonus from your other parent.

If your dominant parent has a subrace, choose a subrace and gain that trait as well.

EXAMPLE CHARACTER, STEP 1.

Stan is getting ready for a new campaign with his friends, but is having a hard time deciding how he wants to build his character. He knows he wants to play a wizard, but is having a hard time deciding which race he wants to play. He chooses Timwick Merrywood, a halfling. Stan also wants to add an infernal twist in his backstory, so Stan decides to play a Half-Tiefling/Half-Halfling with a goal of searching for his Tiefling father. Stan decides that his character will take after his father. (Tiefling Dominant)

EXAMPLE CHARACTER, STEP 2.

Stan flips through the pages to find the features and traits for his chosen races. As a Half-Halfling/Half-Tiefling Timwick gains the *Brave* feature from his Halfling mother, as well as *Darkvision* and *Hellish Resistance* from his Tiefling father. He also knows the Common, Halfling and Infernal languages.

Since Stan decided Timwick's Tiefling heritage is dominant, he will also gain the *Ability Score Increase*, *Infernal Legacy (Variant)*, *Size*, and *Speed* from the Tiefling features block and the recessive *Ability Score Increase* from his mother's halfling features block.

DRAGONBORN

Draconic Ancestry. You have Draconic Ancestry. Choose one type of dragon from the Draconic Ancestry table. (*Player's Handbook*, pg. 34) You have damage resistance determined by the dragon type.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic.

DOMINANT TRAITS

Ability Score Increase. Your Strength or Charisma score increases by 2.

Size. Dragonborn-Dominant characters stand between 6 and 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Breath Weapon. (Variant) You can use your action to exhale destructive energy. Your draconic ancestry determines the size shape and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution Modifier. A creature takes 1d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 2d6 at 3rd level, 3d6 at 7th level, 4d6 at 14th level and 5d6 at 18th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

RECESSIVE TRAIT

Ability Score Increase. Your Strength or Charisma score increases by 1.

DWARF

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Languages. You can speak, read, and write Common and Dwarvish.

DOMINANT TRAIT

Ability Score Increase. Your Strength, Constitution, or Wisdom score increases by 2.

Size. Dwarf-Dominant characters stand between 4 and 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

HILL DWARF

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

MOUNTAIN DWARF

Dwarven Armor Training. You have proficiency with light and medium armor.

DARK DWARF (DUERGAR)

Superior Darkvision. Your darkvision increases to a radius of 120 feet.

Extra Language. You can speak, read and write Undercommon

Duergar Magic. (Variant) When you reach 6th level, you can cast the *Enlarge/Reduce* spell on yourself once with this trait, using only the spell's enlarge option.

Intelligence is your spellcasting ability for this spell.

RECESSIVE TRAIT

Ability Score Increase. Your Strength, Constitution or Wisdom score increases by 1.

ELF

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages. You can speak, read, and write Common and Elvish.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity, Intelligence, Wisdom, or Charisma score increases by 2.

Size. Elf-Dominant characters stand from under 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

HIGH ELF

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Elf Weapon Training. (Variant) You have proficiency with the longsword and shortbow.

WOOD ELF

Fleet of Foot. Your base walking speed increases from 30 to 35 feet.

Elf Weapon Training. (Variant) You have proficiency with the shortsword and longbow.

DARK ELF (DROW)

Superior Darkvision. Your darkvision increases to a radius of 120 feet.

Drow Magic. (Variant) You know the *Dancing Lights* cantrip. When you reach 6th level, you can cast the *Darkness* spell once with this trait and regain the ability to do so when you finish a long rest.

Charisma is your spellcasting ability for these spells.

RECESSIVE TRAIT

Ability Score Increase. Your Dexterity, Intelligence, Wisdom or Charisma score increases by 1.

GNOME

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Gnome Cunning. (Variant) You have advantage on all Intelligence, Wisdom, or Charisma saving throws against magic. (Choose one)

Languages. You can speak, read, and write Common and Gnomish.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity, Constitution, or Intelligence score increases by 2.

Size. Gnome-Dominant characters stand between 3 and 4 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

FOREST GNOME

Natural Illusionist. You know the *Minor Illusion* cantrip. Intelligence is your spellcasting ability for it.

ROCK GNOME

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

DEEP GNOME (SVIRFNEBLIN)

Superior Darkvision. Your darkvision increases to a radius of 120 feet.

Extra Language. You can speak, read, and write Undercommon.

RECESSIVE TRAIT

Ability Score Increase. Your Dexterity, Constitution, or Intelligence score increases by 1.

HALFLING

Brave. You have advantage on saving throws against being frightened.

Languages. You can speak, read, and write Common and Halfling.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity, Constitution, or Charisma score increases by 2.

Size. Halfling-Dominant characters stand between 3 and 4 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

LIGHTFOOT HALFLING

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

STOUT HALFLING

Stout Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

RECESSIVE TRAIT

Ability Score Increase. Your Constitution, Dexterity, or Charisma score increases by 1.

HUMAN

Ability Score Increase. Choose any one ability score to increase by 1.

Skills. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and one extra language of your choice.

DOMINANT TRAITS

Additional Ability Score Increase. Choose any one ability score to increase by 2.

Size. Human-Dominant characters stand from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

RECESSIVE TRAIT

Ability Score Increase. Choose any one ability score to increase by 1.

TIEFLING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Hellish Resistance. You have resistance to fire damage.

Languages. You can speak, read, and write Common and Infernal.

DOMINANT TRAITS

Ability Score Increase. Your Intelligence or Charisma score increases by 2.

Infernal Legacy. (Variant) You know the *Thaumaturgy* cantrip. When you reach 5th level, you can cast the *Hellish Rebuke* spell as a 1st level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Size. Tiefling-Dominant characters stand from under 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

RECESSIVE TRAIT

Ability Score Increase. Your Intelligence or Charisma score increases by 1.